PHILIPPE ULRICH / DIDIER BOUCHON

CAPTAIN BLOOD

MUSIC JEAN-MICHEL JARRE

SCHNEIDER AMSTRAD

DISK version







SCENARIO PHILIPPE ULRICH

DIRECTED BY DIDIER BOUCHON

DISINTEGRATE TELEPORTED BEING:
This command disintegrates a living being cryogenized in the ARK's fridgitorium. If it's a NUMBER, then Blood will regenerate.

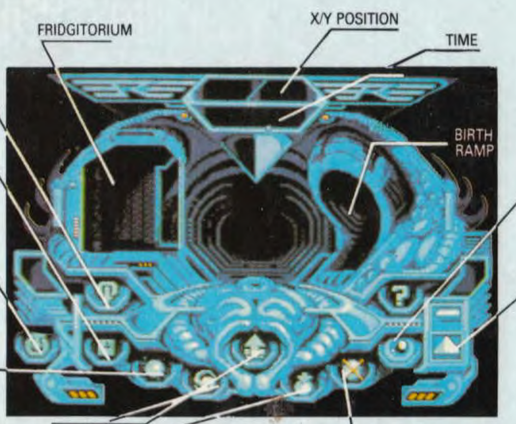
SAVE TO DISK:
Saves the current game or loads a previously saved game with all parameters intact.

TELEPORT:
Teleports a WILLING being into the Ark's fridgitorium or onto a planet, with the help of an OORXX. In the fridgitorium the beings are automatically cryogenized as a security measure.

EXTERIOR VISION:
Switches to planet-vision mode when the Ark is in a geostationary orbit.

GALAXY MAP:
Select your hyperspace warp destination here, before a hyperspace warp. Each planet has X/Y coordinates.

HYPERSPACE WARP:
Takes you to the planet preselected on the galaxy map.



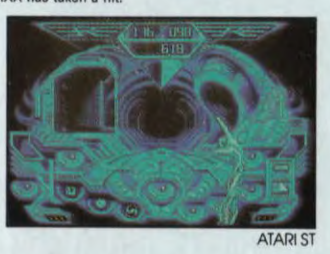
OORXX CONTACT MISSION:
The OORXX is ejected in order to land on a planet surface and to free its automatic controls. The player may then pilot the OORXX from the ARK, but with direct OORXX-eye vision. If the planet is protected you'll have to fly low and find the canyon where the natives live. Arrows at the screen edge signal that the OORXX has been detected by a missile. When the arrows touch, that means the OORXX has taken a hit.

OORXX DESTROY MISSION:
The OORXX is ejected from the ARK in order to destroy a planet.

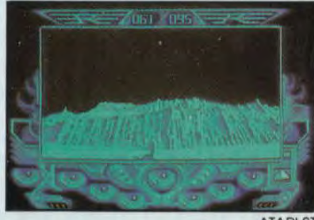
OORXX GEOPHOTO MISSION:
The OORXX is ejected from the ARK to take aerial photographs, and eventually to detect a planet's protection system.

SWITCH TO UPCOM MODULE:
The UPCOM (Universal Protocol COMmunication) module uses a system of icons. Clicking selected icons allows direct communication with other beings. The dictionary scrolls in two ways: a slow scroll activated by clicking on the three red bars at the bottom of each side of the screen, and a fast scroll, activated by clicking on the mobile bar at the bottom of the screen. The other being talks in the left-hand window, the player in the right-hand window. When the central mouth is moving, that means the other is talking: you click on the central mouth to regulate the flow of the incoming message. To send your message, build then send it from the right hand window by clicking on the immobilized central mouth.

ATARI ST



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ATARI ST

A breathtaking galaxy on the outer rim of the universe. Worlds with astonishing creatures and animated 3D graphics. a thrilling scenario bursting with humour, the like of which you've never seen. Everything about CAPTAIN BLOOD makes it the type of game you just HAVE to play.

Hours and hours of discovery, exploration, dialogue, (hyperspace wapts) and hotshot low-level flying through rugged mountain ranges and dizzying canyons.

New sensations are guaranteed in this tragic, moving, funny and thrilling adventure. CAPTAIN BLOOD is a game for everyone, breaking new ground in the universe of computer entertainment. Welcome to the age of the bio-game.



MUSIC JEAN-MICHEL JARRE

BASED ON THE ALBUM "ZOOLOOK"
DIGITAL MIXING : ULRICH
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MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDSX. EN1 2RQ TEL: 01-364 0123 FAX: 01-360 9119


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